

# THE SCULPTOR

A CLASS OF ARTISTRY & BATTLE BY OUTLANDISH ADVENTURE PRODUCTIONS



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## SCULPTOR

As the orc war chief raises his enormous greataxe, the unarmed dwarf reaches her hands in front of her, seemingly grasping the air. A blue, crackling energy extends from her hands, and she quickly shapes the raw power, forming it into an enormous hammer that must be at least her size. The orc, confused, hesitates; the dwarf doesn't, raising the larger than life hammer above her head and charging her befuddled foe.

A halfling and his adventuring group face down a mighty dragon. The halfling's comrades cower behind him, but he is unafraid. He draws upon the ambient energy around him, forming a shield that looks to be made from the very rock upon which he stands. He takes the massive shield in his two hands and blocks the dragon's fiery breath.

An elf faces down a small horde of goblins, the rest of her expedition crew nowhere to be found. She extends her hands out to her sides, and in them appears brilliant golden blades. She raises them into position, and gets to work.

Sculptors are artisans trained in both the arts of magic and warfare. Their medium is the magical energy known as mana. They turn their own inherent mana, as well as the surrounding world's, into tools, weapons, and spells. This craft requires years of training and practice, but these artists always come out the better for it. Sculptors can form many weapons and tools, but all have their masterwork, their weapon of choice called a shape weapon, a weapon by which they come to define themselves.

### ARTIST AT HEART

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A sculptor was an artist long before using those skills for martial pursuits. Many sculptors, upon first practicing the skill of shaping mana into solid objects, originally sculpted it into simple tools they could use for craft, or perhaps made temporary toys for the enjoyment of children. They still look at objects from an artist's perspective, basking in the finer details of beautiful creations. They pay attention to these details in their own sculpts, and some may err on the side of form over apparent function. Many sculptors put their own special flourishes on the weapons and tools they sculpt.

### FINDING A PALETTE

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Every sculptor begins by sculpting only his or her own inherent mana. But a nearly clear, almost invisible medium can become quite uninteresting to sculptors as they grow more experienced. Many sculptors become adventurers not out of a love of adventure, but to find the most unique, most interesting mana from which they can sculpt their works. These sculptors eventually come to find a source of mana they prefer, whether it

## THE SCULPTOR

Level	Proficiency Bonus	Features	Spells Known	— Spell Slots per Spell Level —				
				1st	2nd	3rd	4th	5th
1st	+2	Mana Shaper, Battle Sculpt	—	—	—	—	—	—
2nd	+2	Mana Source, Spellcasting, Battle Sculpt Feature	2	2	—	—	—	—
3rd	+2	Battle Ready	3	3	—	—	—	—
4th	+2	Ability Score Improvement	4	3	—	—	—	—
5th	+3	Extra Attack	5	4	2	—	—	—
6th	+3	Battle Sculpt Feature	6	4	2	—	—	—
7th	+3	Mana Potency	7	4	3	—	—	—
8th	+3	Ability Score Improvement	8	4	3	—	—	—
9th	+4	—	9	4	3	2	—	—
10th	+4	Mana Artist	10	4	3	2	—	—
11th	+4	Battle Sculpt Feature	11	4	3	3	—	—
12th	+4	Ability Score Improvement	11	4	3	3	—	—
13th	+5	—	12	4	3	3	1	—
14th	+5	Artist's Intuition	12	4	3	3	1	—
15th	+5	Battle Sculpt Feature	13	4	3	3	2	—
16th	+5	Ability Score Improvement	13	4	3	3	2	—
17th	+6	—	14	4	3	3	3	1
18th	+6	Master Artisan	14	4	3	3	3	1
19th	+6	Ability Score Improvement	15	4	3	3	3	2
20th	+6	Mana Armory	15	4	3	3	3	2

be the infinitely complex and everchanging darkness of the Abyss, the glowing pastel majesty of the Arcane Weave, the radiant metallic hue of Divine energies, or the simple and vast beauty of the Natural world.

## CREATING A SCULPTOR

As you build your sculptor, consider how your character came to learn the skill of sculpting mana. Was it an inherent talent from childhood that you decided to develop with formal training, or is it a family tradition that you were forced to learn to carry on the family legacy? Also important to consider is how you came to design and use your shape weapon: what inspired you to create this masterwork for yourself? Why did you choose the particular form and type of weapon?

### QUICK BUILD

You can make a sculptor quickly by following these suggestions. First, make either Strength or Dexterity your highest ability score, depending on your chosen Battle Sculpt. For Shape of the Bow and Shape of the Twin Blades, make Dexterity your highest ability score, and concentrate more on Strength for the rest. Intelligence and Constitution should also be higher ability scores. Second, choose the guild artisan or sage background.

## CLASS FEATURES

As a sculptor, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d10 per sculptor level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per sculptor level after 1st

### PROFICIENCIES

**Armor:** All armor

**Weapons:** None

**Tools:** None

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose two from Arcana, History, Medicine, Nature, Perception, and Sleight of Hand

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) leather armor, (b) scale mail, or (c) chain mail
- (a) a shortbow and a quiver of 20 arrows, (b) 5 javelins, or (c) a shield (if proficient)
- (a) a scholar's pack, (b) a priest's pack, or (c) a dungeoneer's pack

## MANA SHAPER

As a sculptor, you have learned to access a mystical energy within yourself known as mana. Although normally ephemeral, with effort, you can cause your mana to coalesce and take on a shimmering physical shape. You can spend 1 minute sculpting your mana into any set of artisan's tools, or an action sculpting it into any simple weapon or your shape weapon. You are proficient with any tool kit or weapon made of your mana. Your mana can only be sculpted into a single tool kit or weapon at a time.

You can dismiss such a tool or weapon at any time (no action required).

## BATTLE SCULPT

In addition to forming useful tools and simple weapons, you specialize in a particular style of sculpted weapon, called your shape weapon. Choose a battle sculpt for your shape weapon: Shape of the Axe, Shape of the Bow, Shape of the Hammer, Shape of the Shield, Shape of the Trident, or Shape of the Twin Blades, each of which is detailed at the end of the class description. Your choice grants you features when you choose it at 1st level and again at 2nd, 6th, 11th, and 15th level.

## MANA SOURCE

At 2nd level, you've discovered how to access and mold the ambient mana that suffuses the multiverse. Choose one of the following varieties of ambient mana as your source: Abyssal, Arcane, Divine, or Natural. Your choice affects the spell list from which you are able to choose your spells. All spells from that spell list count as sculptor spells for you.

### MANA SOURCE

Source	Spell List
Abyssal	Warlock
Arcane	Sorcerer
Divine	Paladin
Natural	Ranger

### YOUR MANA SOURCE

Each mana source affects the appearance of your mana sculpts in a way that reflects the nature of the mana from which it is now being sculpted.

*Abyssal.* Abyssal mana is drawn from the dark recesses of the Abyss, a place where nightmares come alive and madness comes quick. A mana sculpt of this mana will most often be either black or dark grey in color, and may produce an aura of shadow that seems to writhe with excitement at the thought of dark deeds.

*Arcane.* Arcane mana is drawn from the space between planes and from powerful and ancient runes and artifacts. A mana sculpt of this mana will most often be translucent, the color of soft pastels, usually blue or purple, and may softly glow with arcane energy.

*Divine.* Divine mana is drawn from the heavens, or sometimes granted by celestials if you have their favor. A mana sculpt of this mana will appear to be made of precious metals, and may have flourishes representing the celestial granting the mana.

*Natural.* Natural mana is drawn from the beauty of the natural world. A mana sculpt of this mana will most often be green or brown in color, and may have flourishes representing your surrounding natural environment, like leaves and vines in a forest, or stone and ice on a mountain.

## SPELLCASTING

By the time you reach 2nd level, you have learned to sculpt your mana into spells, in addition to sculpting it into physical objects. See chapter 10 for the general rules of spellcasting and chapter 11 for the spell list granted by your Mana Source feature.

### SPELL SLOTS

The Sculptor table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the spell list granted by your mana source.

The Spells Known column of the Sculptor table shows when you learn more spells of your choice from the spell list granted by your mana source. Each of these spells must be of a level for which you have spell slots. For example, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the spells you know and replace it with another spell from the spell list granted by your mana source, which must also be of a level for which you have spell slots.

### SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your sculptor spells, since you sculpt your spells from raw mana using your knowledge gained from years of study and practice. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a sculptor spell you cast and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Intelligence modifier}$$

### SPELLCASTING FOCUS

You can use your shape weapon as a spellcasting focus (found in chapter 5 of the *Player's Handbook*) for your sculptor spells.

## BATTLE READY

By the time you reach 3rd level, sculpting your mana into your shape weapon has become instinctual, allowing you to sculpt it when you feel danger and in the thick of combat. As a reaction when you roll initiative, or as a bonus action on your turn, you can sculpt your mana into your shape weapon.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

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Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## MANA POTENCY

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By 7th level, you've begun subconsciously using more mana to form your weapons due to your increased power. Weapons formed using your mana now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## MANA ARTIST

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Beginning at 10th level, you've discovered that you are able to subtly alter mana at its basest form. When you sculpt your mana into a weapon, you can choose acid, cold, fire, lightning, necrotic, or radiant damage. If you do, the sculpted weapon deals that type of damage, instead of its normal damage type, until you dismiss it or you sculpt your mana into something else.

## ARTIST'S INTUITION

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At 14th level, you've begun to notice the finer details of the structure of the surrounding world. You now add your proficiency bonus to Intelligence (Nature) checks you make to determine the damage immunities, resistances, and vulnerabilities of creatures and the types of damage they're likely to deal, as well as Intelligence (Investigation) and Wisdom (Perception) checks you make to analyze the details of your immediate environment, such as locating hidden entrances and traps. You add your proficiency bonus to such checks even if you are already proficient in them.

## MANA ARTISAN

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Starting at 18th level, you become skilled enough at the sculpting of mana that you learn to do so at a distance. You can cast the *spiritual weapon* spell as a 6th-level spell without expending a spell slot. When you do, it takes the form of your shape weapon, and you may choose for it to deal acid, cold, fire, lightning, necrotic, or radiant damage instead of force.

Once you cast *spiritual weapon* this way, you must finish a long rest before you can do so again.

## MANA ARMORY

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At 20th level, you become able to sculpt the trace amounts of naturally-occurring mana all around you, gifting your sculptures to anyone you deem worthy. As an action, choose any number of creatures within 30 feet of you. For 1 minute, each willing target gains a copy of your shape weapon and gains your Battle Sculpt's 1st-, 6th- and 11th-level features as long as they are wielding the shape weapon. For each shape weapon you create this way, you may choose to have that shape weapon deal acid, cold, fire, lightning, necrotic, or radiant damage instead of its normal damage type.

Once you use this feature, you must finish a long rest before you can do so again.



## BATTLE SCULPTS

A sculptor's battle sculpt represents not only their fighting style, but very often their personality. Shape weapons are extremely difficult to form, and are exponentially more difficult to summon quickly for uses in real combat, so sculptors choose the form of their shape weapon with care and consideration, training their minds and bodies over years to use it effectively.

### SHAPE OF THE AXE

Your shape weapon is a battleaxe whose handle you can lengthen or shrink at will. Sculptors who choose this shape weapon prefer to be variable frontline fighters, making use of their shape weapon in one hand with a shield in another if they need extra protection, or lengthening their shape weapon into a greataxe if the time comes to slice their foes to ribbons.

#### BARBARIC DESIGN

When you sculpt your mana into your shape weapon, it has the statistics of a battleaxe, though its versatile damage die is a d12 instead of a d10.

#### BONUS PROFICIENCY

Also at 1st level, you gain proficiency with shields.

#### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you would later get to choose again.

**Defense.** While you are wearing armor, you gain a +1 bonus to AC.

**Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

#### BARBARIC CLEAVE

Starting at 6th level, you've learned to swing your shape weapon in wide arcs to make the most use of its destructive force. When you reduce a creature to 0 hit points with an attack made using your shape weapon, if the amount of damage you dealt was greater than the target's remaining hit points before the attack, you can deal the difference to a creature within 5 feet of the target.

#### SHARPENED FOCUS

By 11th level, you've learned to apply your sharpened focus to sharpening your shape weapon's blade. You add your Intelligence modifier (a minimum of +1) to the damage of your melee weapon attacks using your shape weapon.

#### CRITICAL EDGE

Beginning at 15th level, weapon attacks you make with your shape weapon score a critical hit on a roll of 19 or 20, and you can roll one additional die when determining the extra damage for a critical hit with a melee weapon attack.

## SHAPE OF THE BOW

Your shape weapon is a standing bow as tall as you are that you use to strike foes at a distance. Sculptors who choose this battle sculpt prefer to stay out of harm's way, instead striking foes from afar or from stealth.

#### MOBILE BALLISTICIAN

When you sculpt your mana into your shape weapon, it has the statistics of a longbow, though you ignore the heavy quality if you are Small or smaller.

#### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you would later get to choose again.

**Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.

**Close-Quarters Shooter.** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Additionally, you have a +1 bonus to attack rolls you make with ranged weapons.

**Defense.** While you are wearing armor, you gain a +1 bonus to AC.

#### ALERT ARCHER

Starting at 6th level, you add your Intelligence modifier (a minimum of +1) to your initiative rolls.

#### QUICK SHOT

Beginning at 11th level, you learn to take shots in quick succession against a single target. When you take the Attack action using your shape weapon, you can use your bonus action this turn to make a ranged weapon attack against one of the targets you attacked as part of your Attack action.

#### MISSILE GUIDANCE

At 15th level, you gain the ability to guide your arrows to enemy weak points. When you hit a creature with a ranged weapon attack using your shape weapon, you can choose for the attack to be a critical hit. Once you use this feature, you must finish a short or long rest before you can do so again.

## SHAPE OF THE HAMMER

Your shape weapon is a massive two-handed hammer that you slam into your foes. Sculptors who choose this battle sculpt prefer direct and brutal battles, making use of their shape weapon to break through enemy forces one mighty blow at a time.

#### HAMMER TIME

When you sculpt your mana into your shape weapon, it has the statistics of a maul, though you ignore the heavy quality if you are Small or smaller. Your shape weapon still counts as heavy for the purposes of the Great Weapon Master Feat.

#### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you would later get to choose again.

**Defense.** While you are wearing armor, you gain a +1 bonus to AC.

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Tunnel Fighter.** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction.

#### LINE BREAKER

By 6th level, you've learned to surge power through your shape weapon at the moment of impact. Once per turn, when you hit a creature with a melee weapon attack using your shape weapon, you can force that creature to make a Strength saving throw against your spell save DC. On a failed save, the target is pushed up to 10 feet away from you in a straight line. A creature can't be pushed this way if there are no unoccupied spaces within range of the push.

#### WILD SWING

Beginning at 11th level, you can use your action to make a melee weapon attack with your shape weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target.

#### BRING DOWN THE HAMMER

Starting at 15th level, you can use your action to slam your shape weapon into the ground, creating a mighty shockwave that rips the earth asunder. If you do, the ground within 30 feet of you becomes difficult terrain until cleared, and each creature in that area other than you must succeed on a Strength saving throw against your spell save DC or take 8d6 damage of the type dealt by your shape weapon and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Once you use this feature, you must finish a long rest before you can use it again.

### SHAPE OF THE SHIELD

Your shape weapon is an immense shield that you can use to protect yourself from attacks and pummel enemies, usually lovingly sculpted to the design specifications of its sculptor. Sculptors who choose this sculpt believe that the best offense is a good defense, and that the protection of their allies is of utmost importance.

#### MOBILE BULWARK

When you sculpt your mana into your shape weapon, it has the statistics of a shield, though it has the two-handed property. While wielding your shape weapon, you can use it as a melee weapon that deals 1d10 bludgeoning damage.

#### BONUS PROFICIENCY

Also at 1st level, you gain proficiency with simple weapons.

#### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you would later get to choose again.

**Defense.** While you are wearing armor, you gain a +1 bonus to AC.

**Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

**Tunnel Fighter.** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction.

#### IMPROMPTU BATTLEMENTS

Beginning at 6th level, you become able to root your shape weapon into the ground to create cover for your allies. As an action, you turn your shape weapon sideways and slam it into ground, entrenching it. While entrenched, your shape weapon is a 4-foot tall, 15-foot long, 1-foot thick wall. You lose the AC bonus of your shape weapon while it is entrenched, but it grants half cover to all creatures along its 15-foot side. While your shape weapon is entrenched, you can move and act normally, but your shape weapon does not move with you.

You can use your action while within 5 feet of your shape weapon to pick it up, ending its entrenchment.

#### CHARGING BULWARK

Also starting at 6th level, if you move at least 20 feet straight toward a target and hit it with a melee weapon attack using your shape weapon on the same turn, you can force the target to make a Strength saving throw against your spell save DC, knocking it prone on a failed save.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

#### HARDENED FOCUS

By 11th level, you harden your focus to the strength of your shield. You gain proficiency in Wisdom saving throws, and you add your Intelligence modifier (a minimum of 1) to Constitution saving throws you make to maintain concentration on spells.



### CRUSHING BULWARK

Also beginning at 11th level, when you knock a creature prone using your Charging Bulwark feature, you can use your bonus action this turn to make a melee weapon attack against that creature using your shape weapon.

### IMPROVED IMPROMPTU BATTLEMENTS

Beginning at 15th level, when you use your action to entrench your shape weapon, you can choose to immediately sculpt your mana into another copy of your shape weapon. If you do, the wall remains for 1 minute, after which it dissipates. You can't pick up an entrenched shape weapon while you are wielding a copy of your shape weapon.

Once you use this feature, you must finish a short or long rest before you can use it again.

## SHAPE OF THE TRIDENT

Your shape weapon is a three-pronged trident that you can use up close or to impale enemies from a distance. Sculptors who choose this battle sculpt are tactically minded, placing themselves in strategic locations on the battlefield to remove important targets and limit their enemies' options.

### HOPLITE TACTICIAN

When you sculpt your mana into your shape weapon, it has the statistics of a trident, though its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. While you wield your shape weapon with two hands, it has the reach property.

### BONUS PROFICIENCY

Also at 1st level, you gain proficiency with shields.

### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you would later get to choose again.

**Defense.** While you are wearing armor, you gain a +1 bonus to AC.

**Mariner.** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

**Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

### HOLD THE LINE

At 6th level, you learn to set your trident to receive a charge. As a bonus action, choose a creature that is at least 20 feet away from you. If that creature moves within your shape weapon's reach on its next turn, you can make a melee attack against it with your shape weapon using your reaction. If the attack hits, the target takes an extra 1d8 piercing damage, or an extra 1d10 piercing damage if you wield your shape weapon with two hands. You can't make this attack if the creature used the Disengage action before moving.

### FLEXIBLE SCULPT

By 11th level, you've learned to bend the structure of your shape weapon to redirect attacks when you miss an enemy. The first time you miss with a weapon attack using your shape weapon during each of your turns, you can immediately make an additional shape weapon attack against the same creature.

### TACTICAL TARGETING

At 15th level, you learn to leave traces of your mana on enemies hit with your shape weapon. When you hit a creature with an attack using your shape weapon, you can choose to mana mark that creature until the end of your next turn. When you or an allied creature hits a mana marked creature with an attack, the target takes an additional 1d6 damage of the same type dealt by the attack.

You can mark a number of creatures equal to your Intelligence modifier (a minimum of 1). You regain all expended marks when you finish a long rest.

## SHAPE OF THE TWIN BLADES

Your shape weapon is a pair of swords that you use to unleash a blinding flurry of attacks. Sculptors who choose this battle sculpt prefer to dance across the battlefield, slicing through their enemies with unchecked ferocity.

### BLADE DANCER

When you sculpt your mana into your shape weapon, you form a shape sword in each of two hands, both of which have the statistics of a scimitar. You can engage in two-weapon fighting using your shape weapon, though you do not add your ability modifier to the damage of the second attack, as normal. Your shape weapon counts as two weapons for the purposes of the Dual Wielder feat.

### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you would later get to choose again.

**Defense.** While you are wearing armor, you gain a +1 bonus to AC.

**Mariner.** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

**Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### DANCER'S DEFENSE

Beginning at 6th level, your quick reflexes and skill with your twin blades allows you to rebuff attackers and strike in the same motion. When a melee attack would





hit you while you are wielding your shape weapon, you can use your reaction to add your proficiency bonus to your AC against the attack. If this causes the attack to miss, and the attacker is within 5 feet of you, you can make a melee weapon attack against that creature as part of the same reaction.

Once you use this feature, you must finish a short or long rest before you can do so again.

#### FRATERNAL TWINS

By 11th level, you've mastered the sculpting of two separate but equally powerful blades, allowing you to create two different shape swords each time you sculpt your mana into your shape weapon. When you sculpt your mana into your shape weapon to make use of your Mana Artist feature, you can choose for each shape sword to deal a different type of damage. If you do, you add half your Intelligence modifier (a minimum of 1) to the damage of your shape weapon attacks until the end of your next turn.

#### DANCE OF DEATH

At 15th level, you become skilled enough with your shape weapon that you learn to perform a deadly combination attack against a single target. As an action, choose a creature within 5 feet of you. You immediately make 4 attacks against that target with your shape weapon, two with each shape sword. If all 4 attacks hit, you may have that target make a Constitution saving throw against your spell save DC. On a failed save, the target is stunned for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effects on a successful save.

Once you use this feature, you must finish a short or long rest before you can use it again.



## SCULPTOR MULTICLASSING

Sculptors follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

#### MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Sculptor	Strength 13 or Dexterity 13, and Intelligence 13

#### MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Sculptor	Light armor, medium armor

#### Sculptor Class by

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